

1 / 15

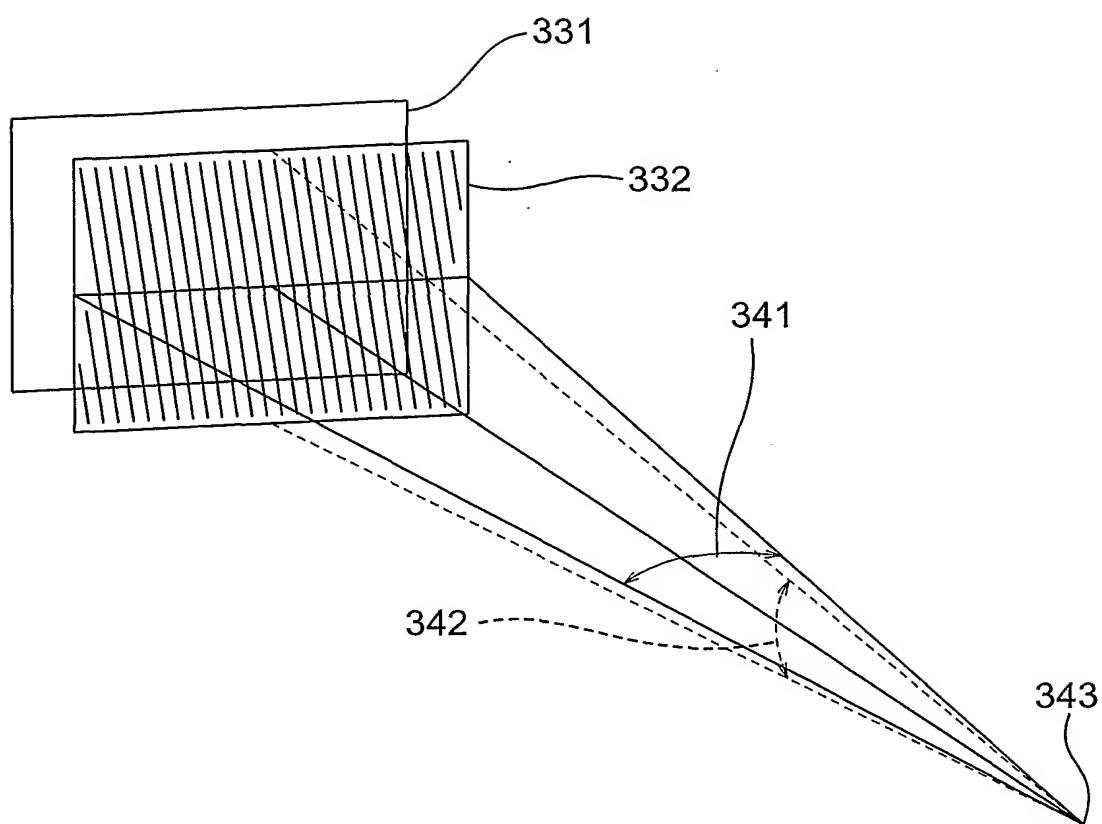


FIG. 1

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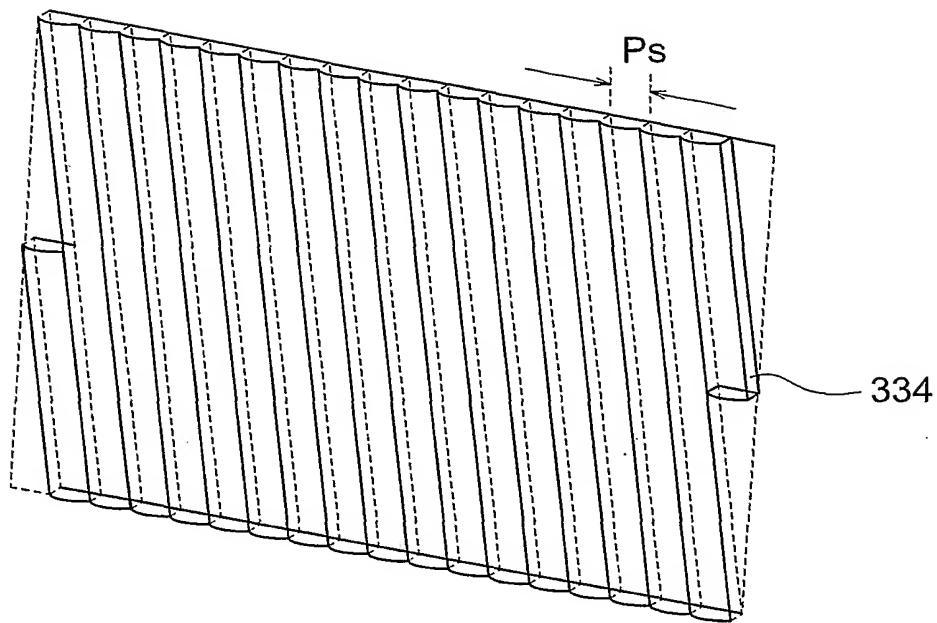


FIG. 2A

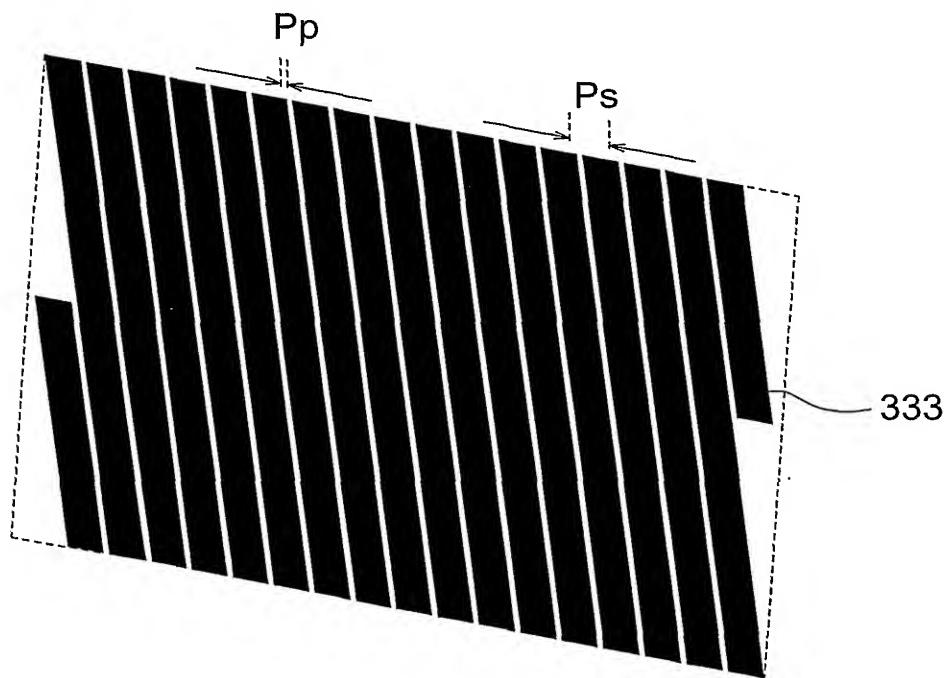


FIG. 2B

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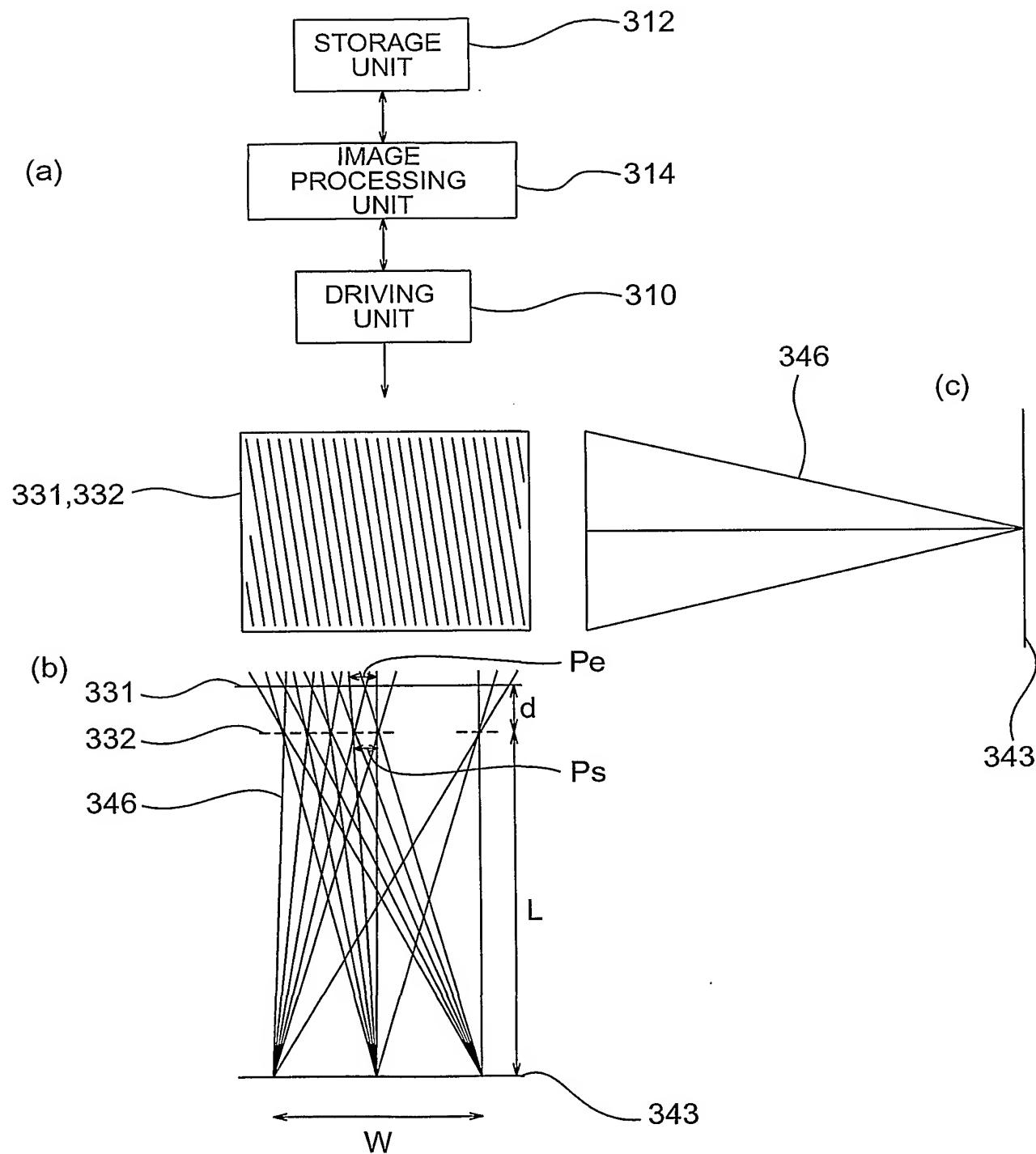


FIG. 3

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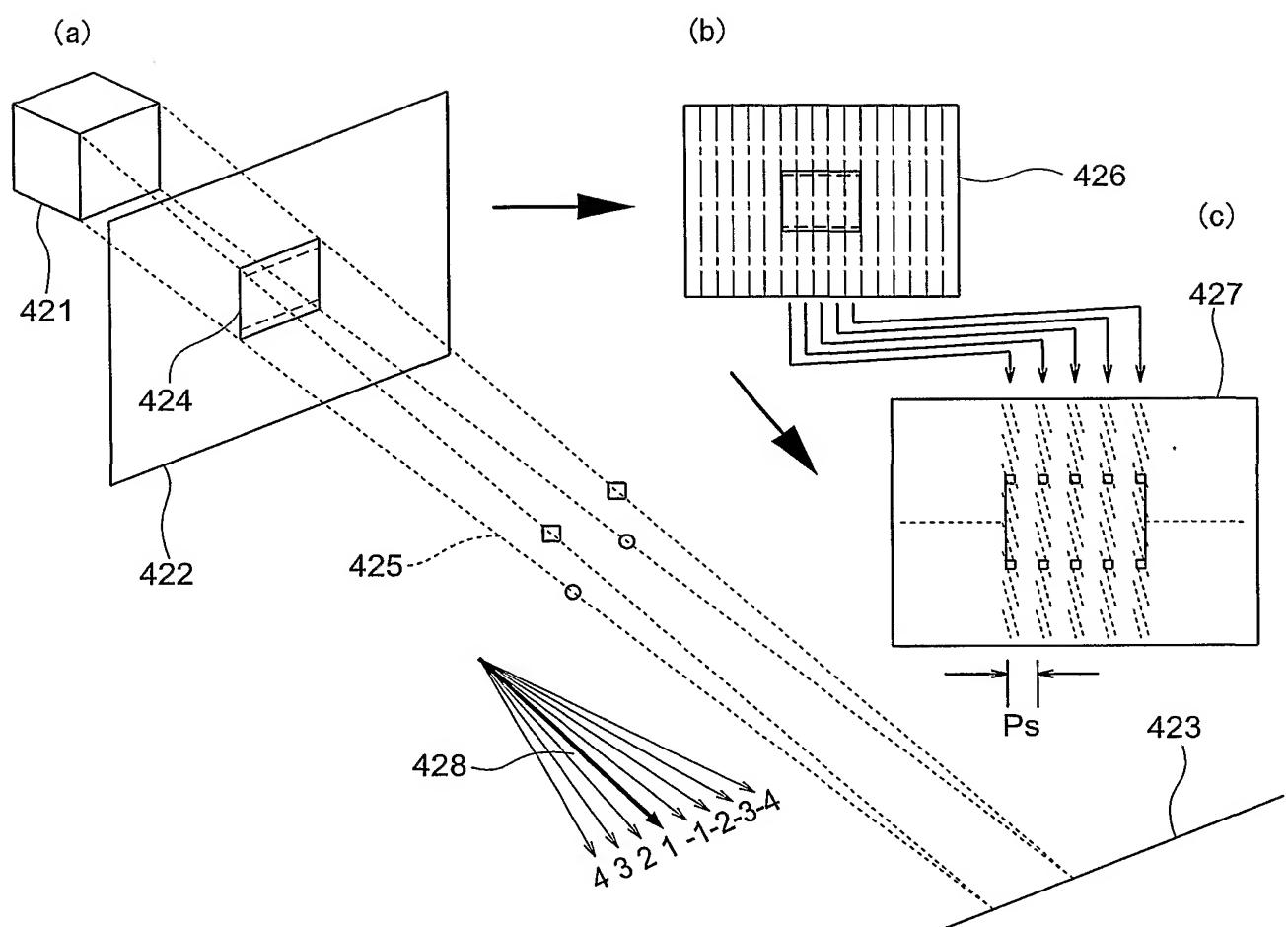


FIG. 4

PARALLAX COMPONENT IMAGE  
(CAMERA IMAGE)

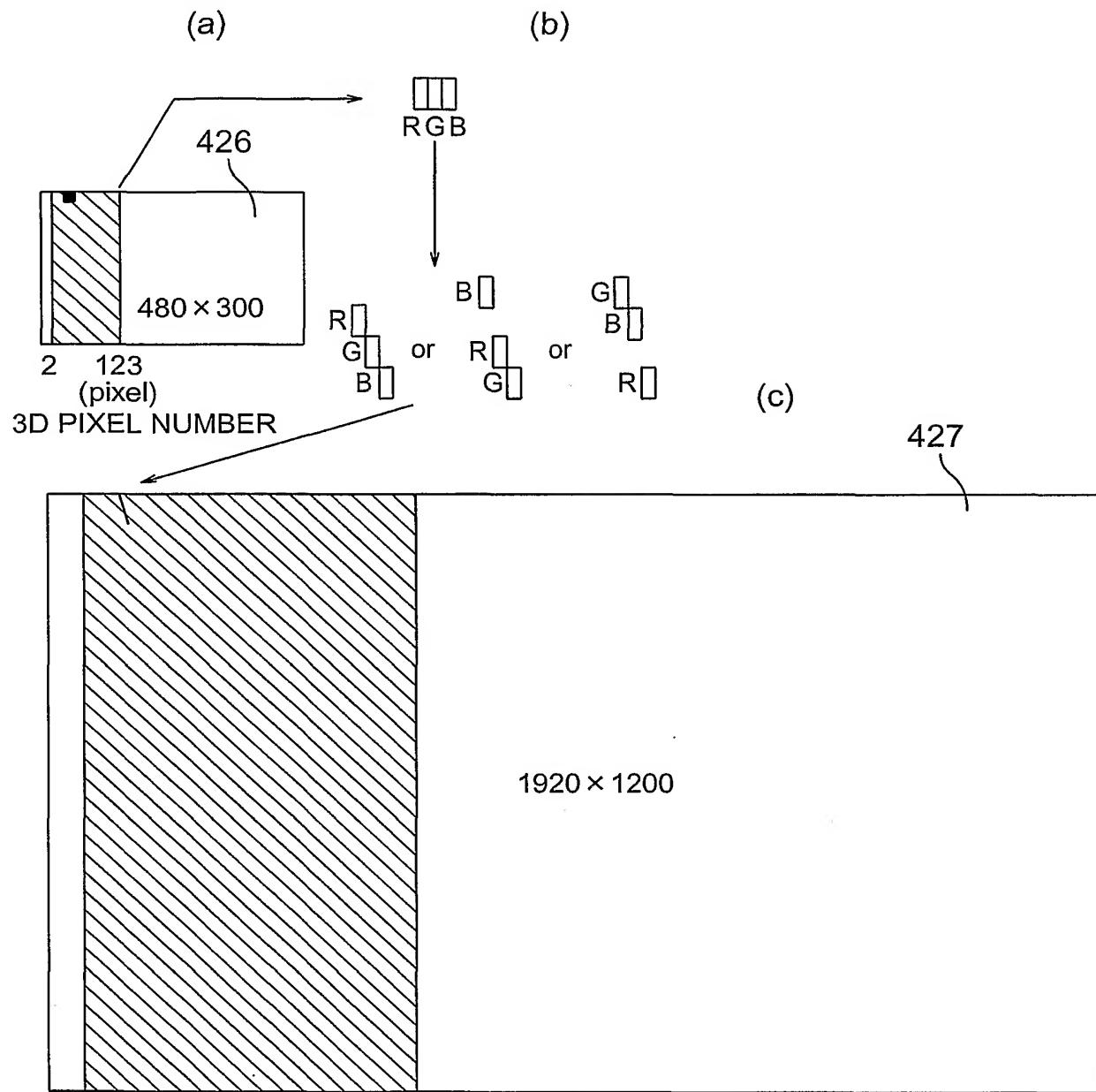


FIG. 5

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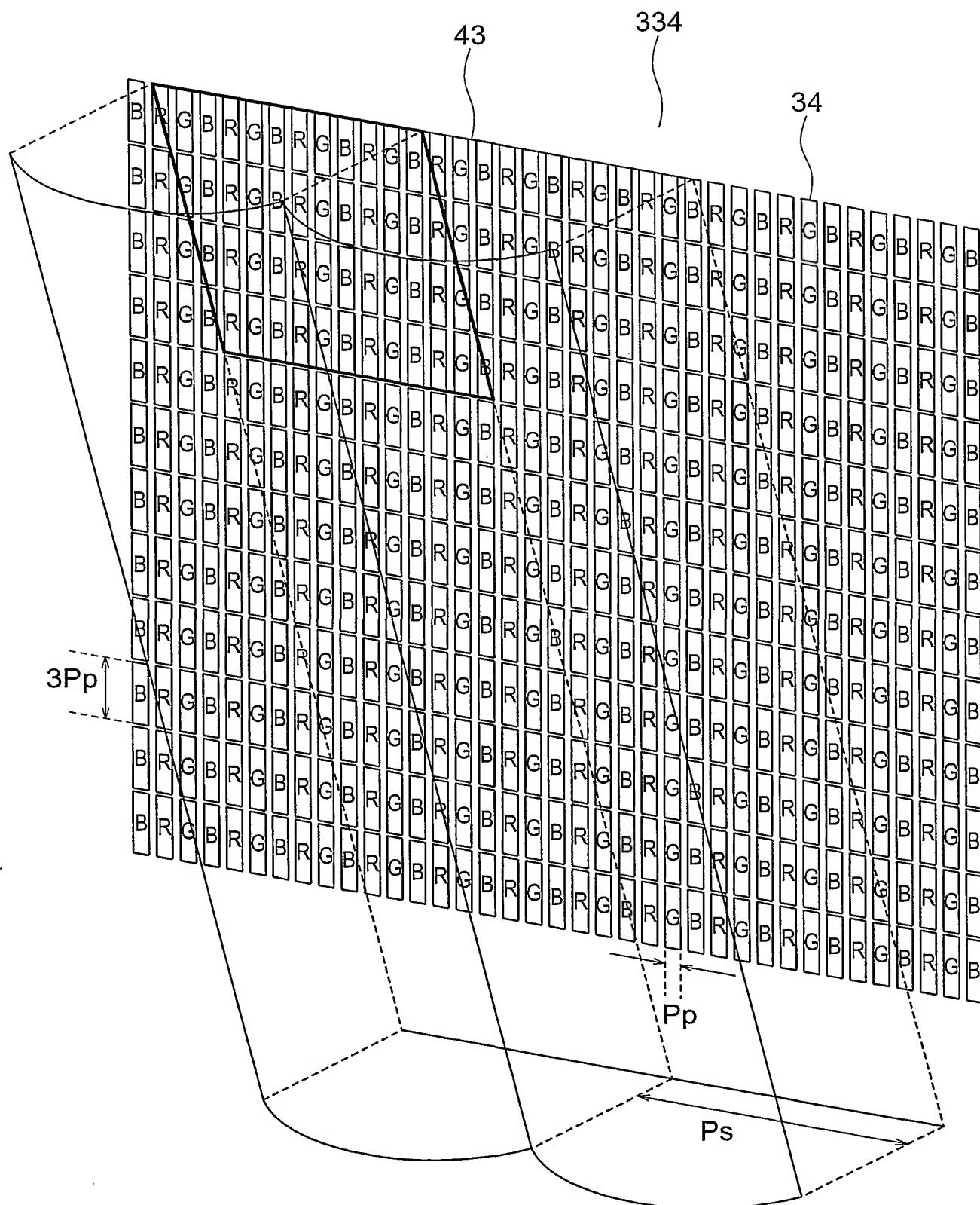


FIG. 6

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SHAPE OF ELEMENTAL  
IMAGE IN SCREEN CENTER  
(BASIC FORM)

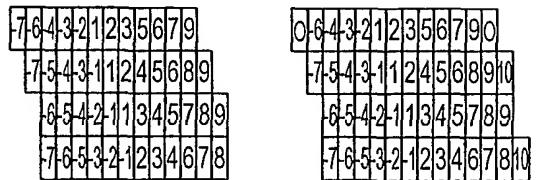
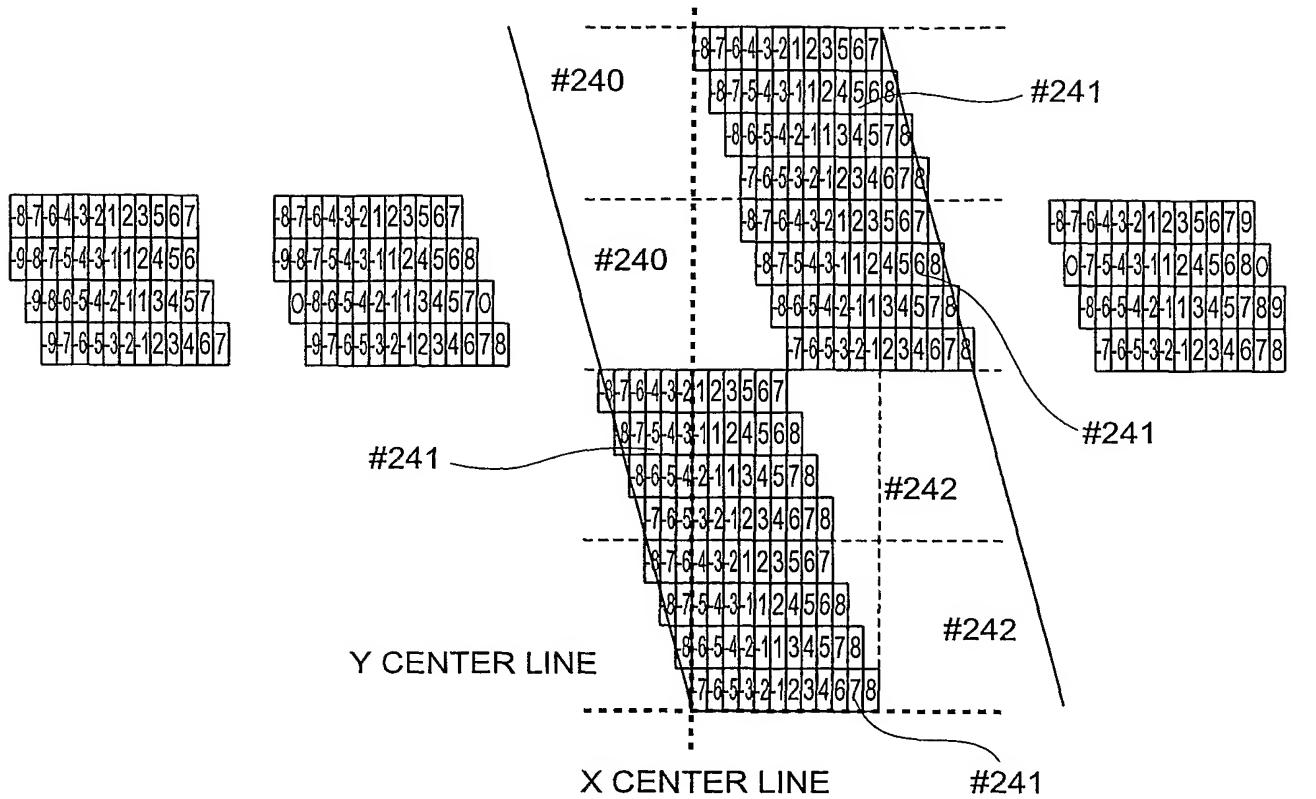


FIG. 7

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-8	9		
	-7	10	
		-6	11
		-5	12
-4	13		
		-3	
		-2	
		-1	
1			
	2		
		3	
		-13	4
-12	5		
	-11	6	
		-10	7
		-9	8

FIG. 8

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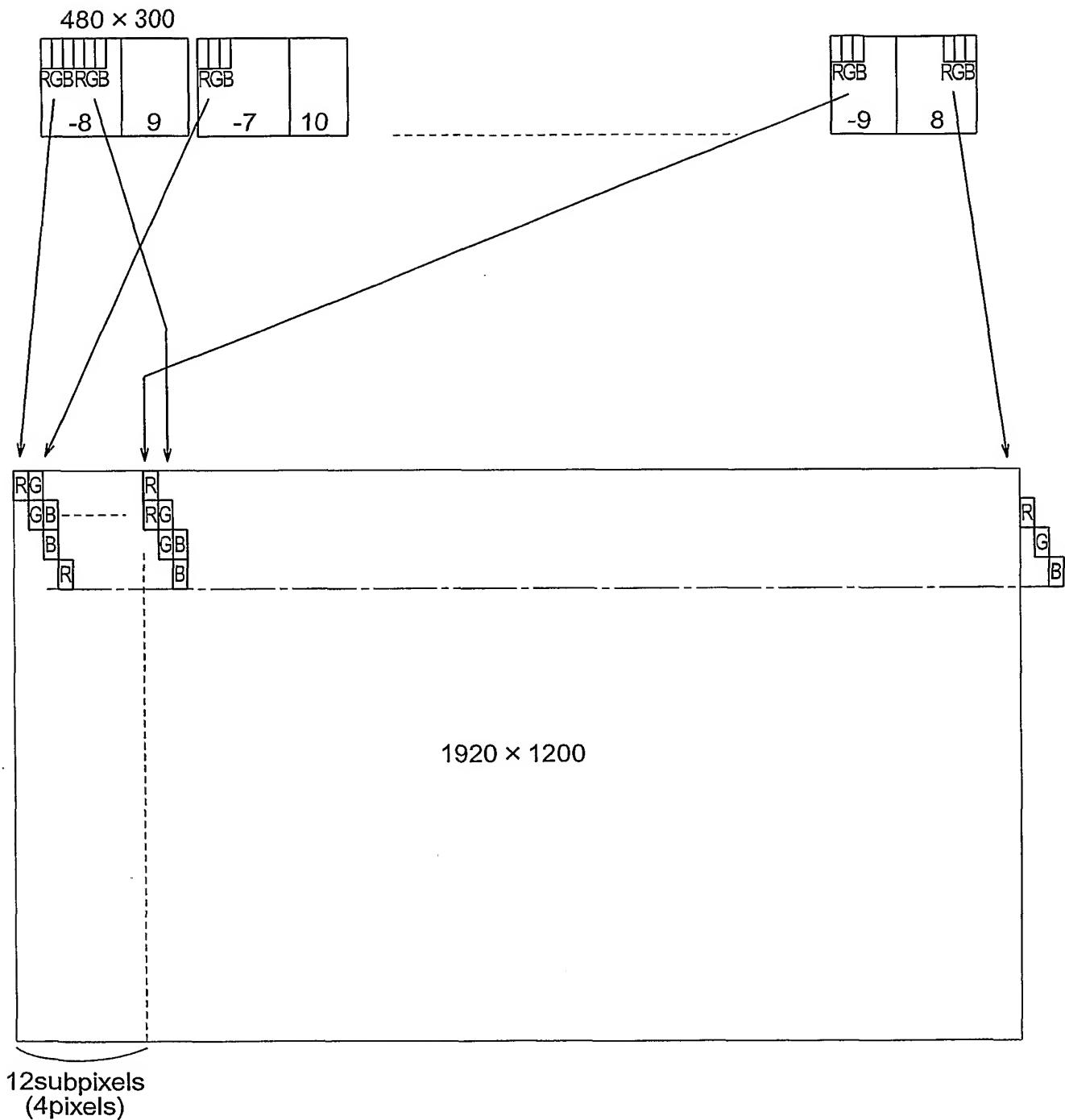


FIG. 9

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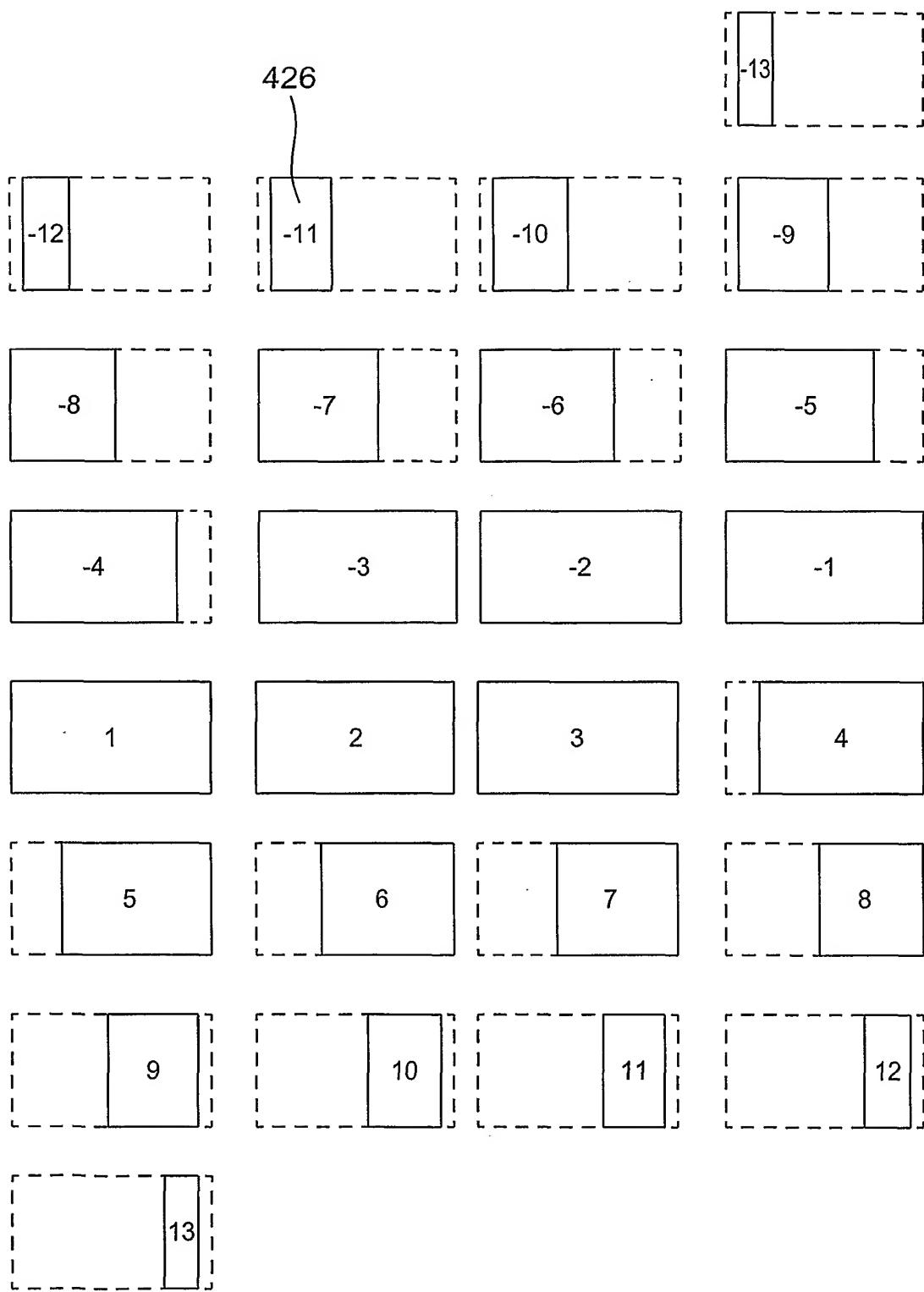


FIG. 10

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PARALLAX NUMBER	3D PIXEL NUMBER	
	START (LEFT END)	END (RIGHT END)
-13	2	30
-12	2	76
-11	2	123
-10	2	170
-9	2	217
-8	1	264
-7	1	311
-6	1	358
-5	1	405
-4	1	451
-3	1	480
-2	1	480
-1	1	480
1	1	480
2	1	480
3	1	480
4	30	480
5	76	480
6	123	480
7	170	480
8	217	480
9	264	479
10	311	479
11	358	479
12	405	479
13	451	479

FIG. 11

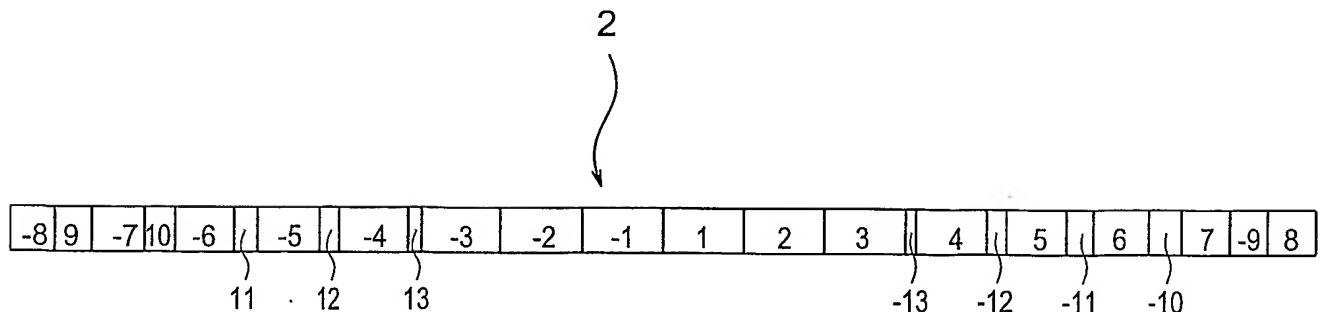


FIG. 12

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Diagram illustrating a 4x8 grid of numbers. A curved arrow labeled '2' points to the top edge of the first column. A horizontal line labeled '-13' connects the bottom of the fourth row to the top of the fifth row.

-8	9	-7	10	-6	11	-5	12
-4	13	-3		-2		-1	
1		2		3		4	
-12	5	-11	6	-10	7	-9	8

FIG. 13

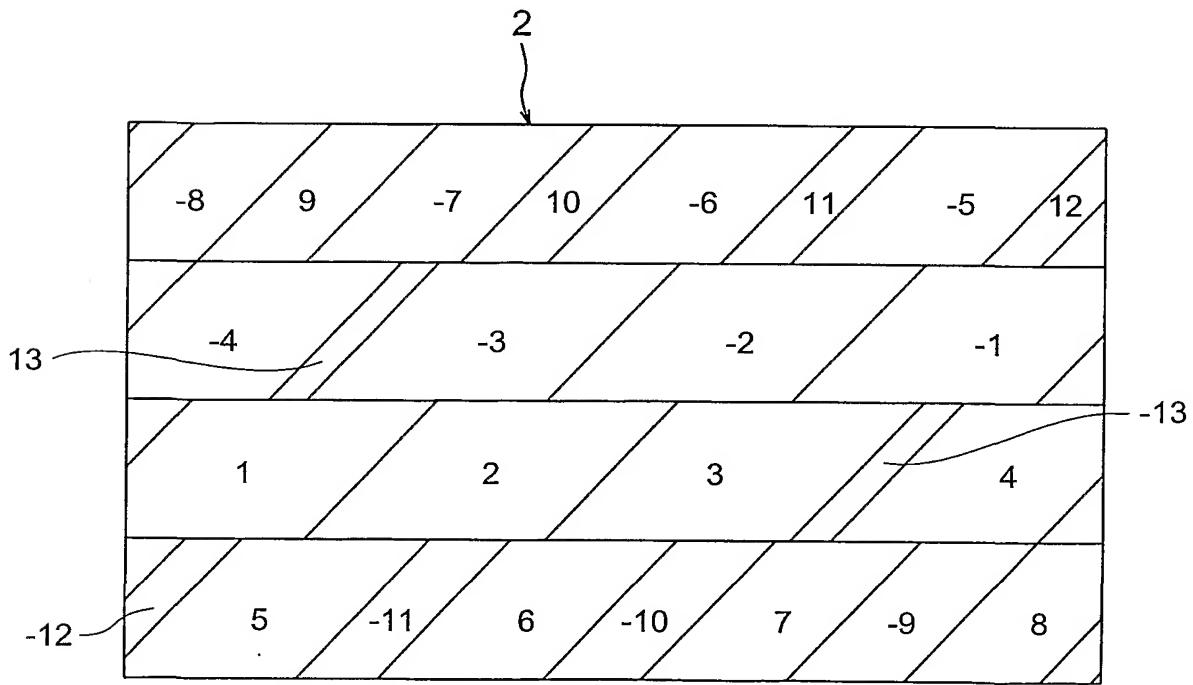


FIG. 14

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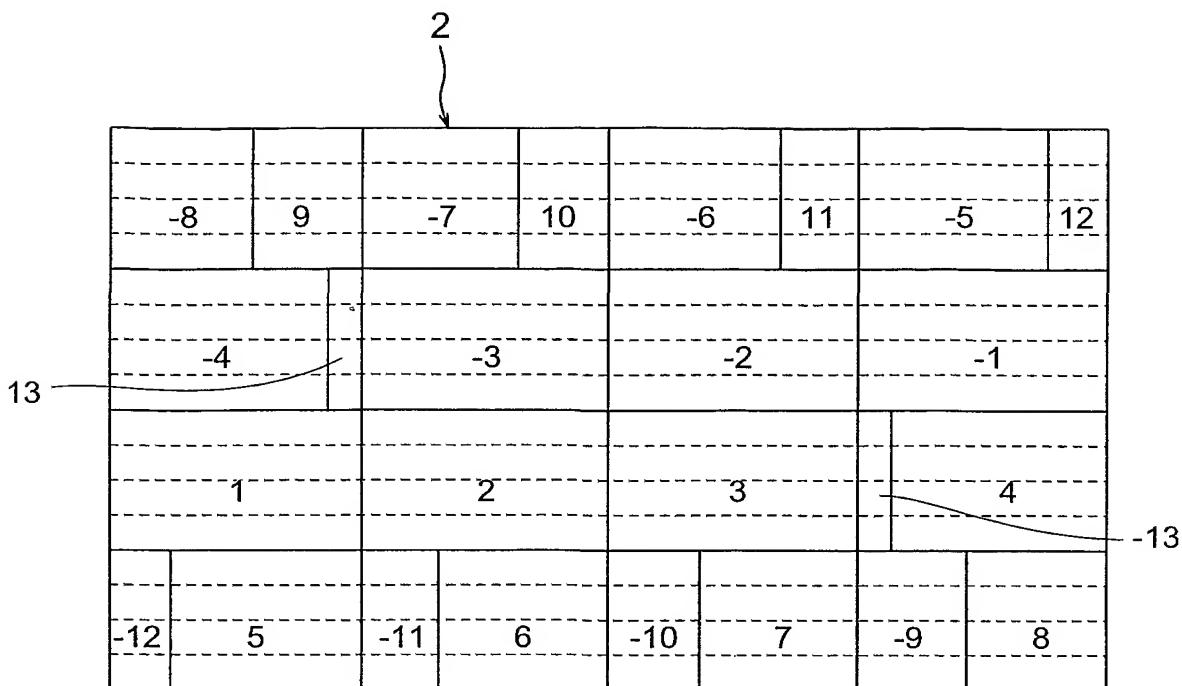


FIG. 15

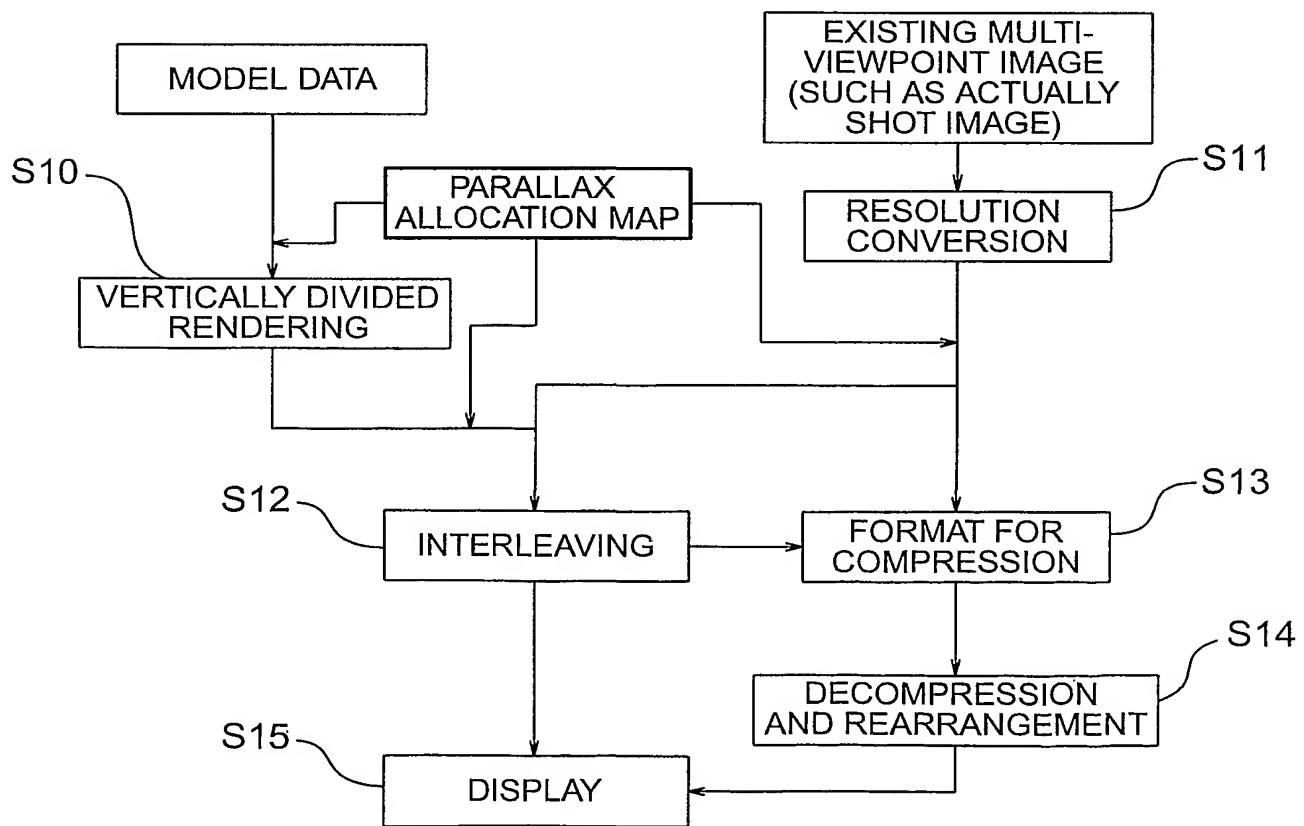


FIG. 16

SUBSTITUTE SHEET (RULE 26)

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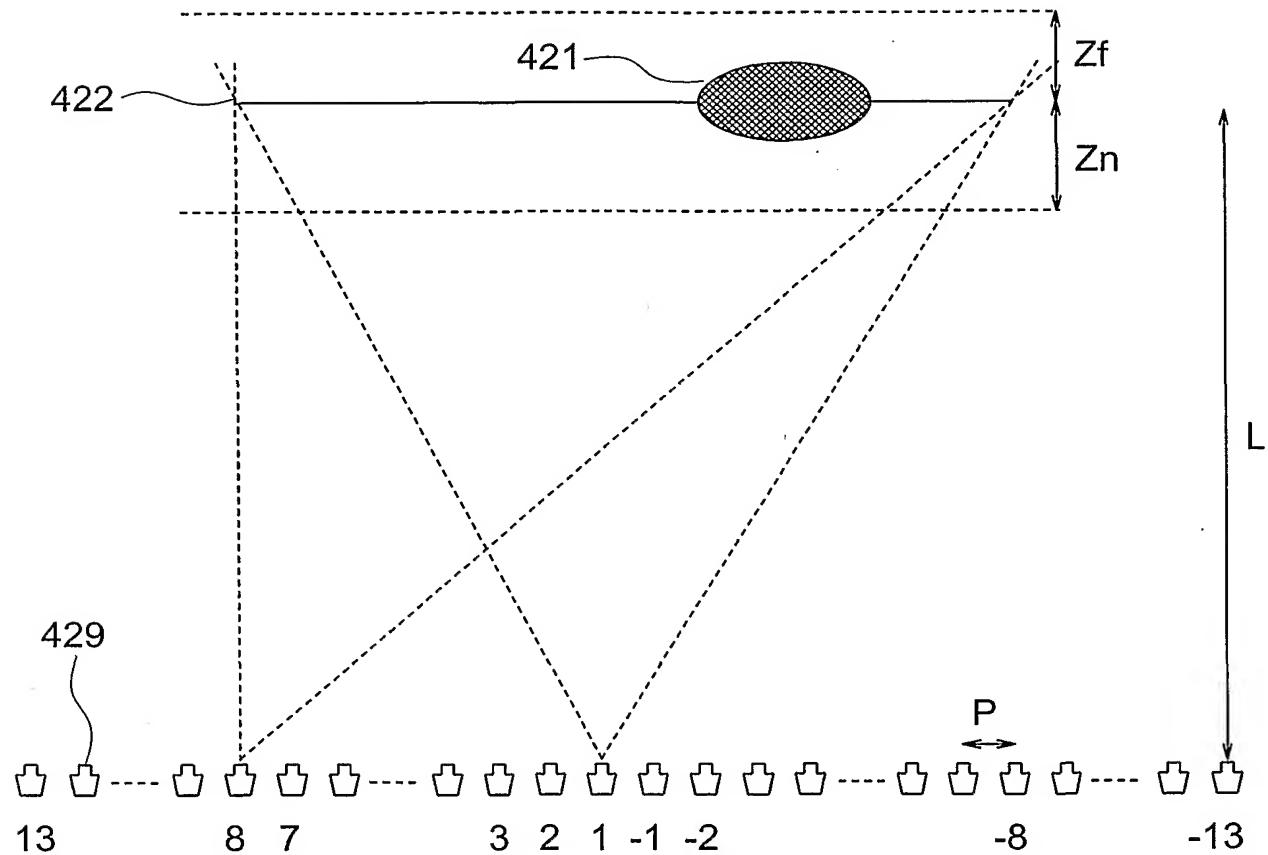


FIG. 17

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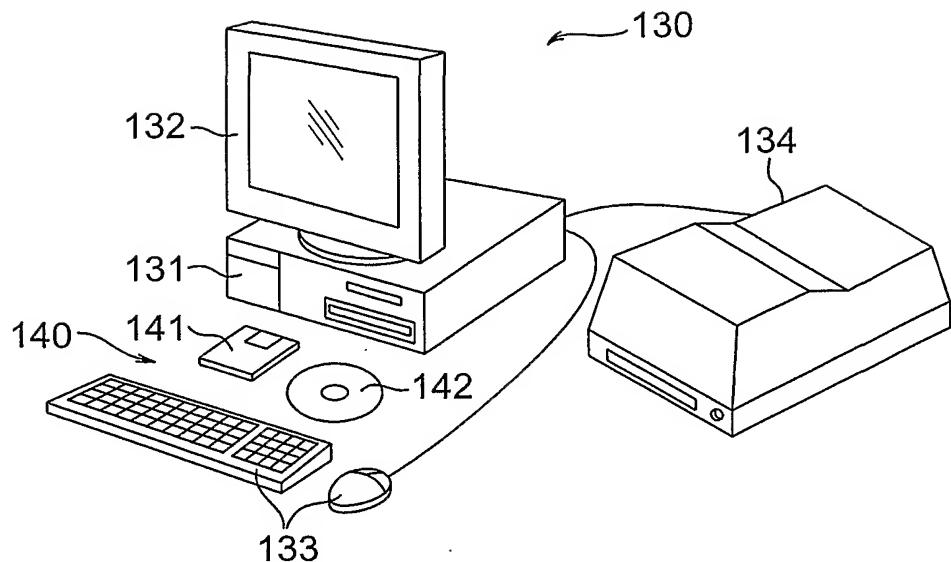


FIG. 18

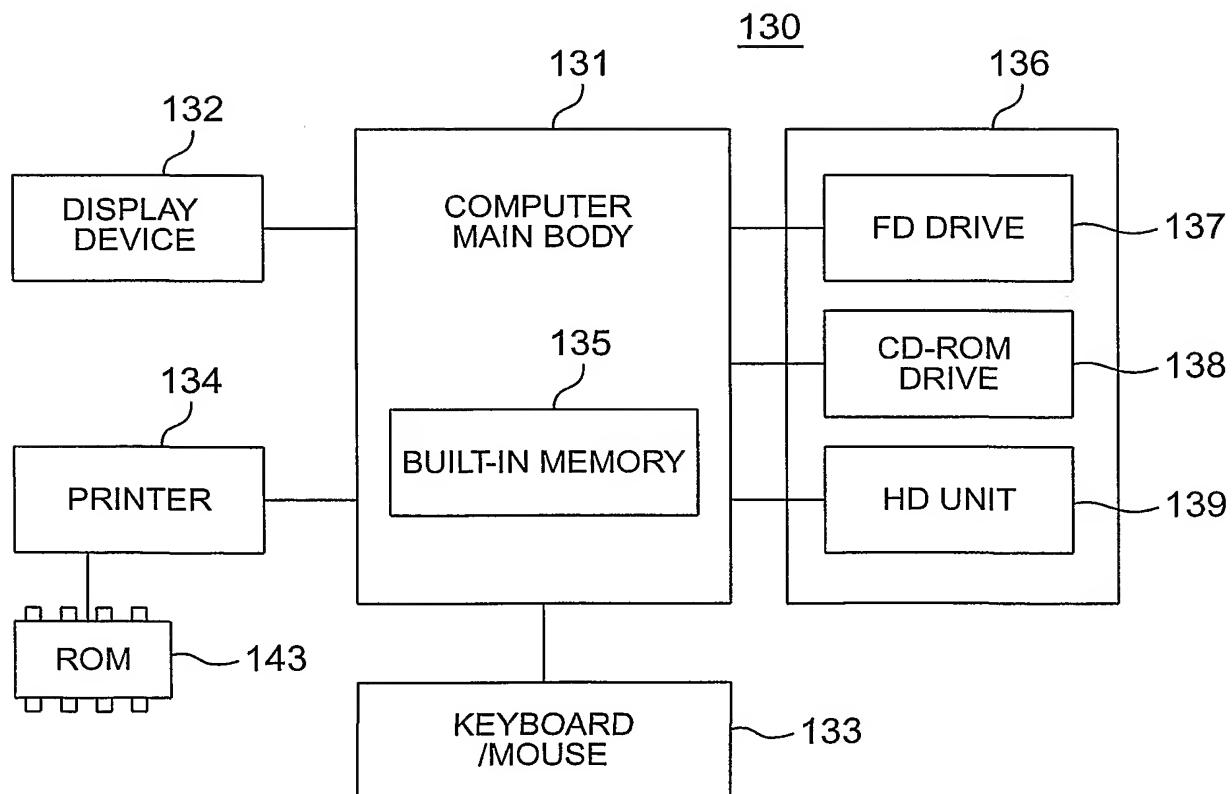


FIG. 19